DOCUMENT RESUME

ED 223 453 SE 039 619

AUTHOR Canipe, Stephen L.
TITLE Anilortem: A Siting Simulation Game.
INSTITUTION Duke Power Company, Educational Services Dept., Charlotte, NC.
PUB DATE 82
NOTE 7p.
PUB TYPE Guides - Classroom Use - Guides (For Teachers) (052)

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS Decision Making; Elementary Secondary Education; *Environmental Education; *Nuclear Power Plants; *Role Playing; *Simulation; *Site Selection
IDENTIFIERS *Power Plants

ABSTRACT

This siting game is based on the assumption that students will become involved in research required to determine the need for a power plant. Once the need is established, students must determine the location and type of plant to be built. There are brief character sketches which describe the key actors in the simulation. It is suggested that students who are opposed to the building of power plants be assigned to a position opposite to the one they hold, to help them understand the viewpoints of others. As indicated on the student sheets, there are a number of local resources which can be tapped to gain information about the process of power plant siting, ranging from pro to con. However, it is the teacher's responsibility to provide a balanced viewpoint in the exercise. In addition to the siting process, which can become quite involved with hearings, trials, and other confrontations, there are some important geography skills that can be learned during the simulation. Small maps are included for students to study and use in their deliberations. A larger map is also included to use as the outcome of the proposed power plant is planned. (Author/JN)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****

ANILORTEM

A SITING SIMULATION GAME BY: DUKE POWER COMPANY
Educational Services

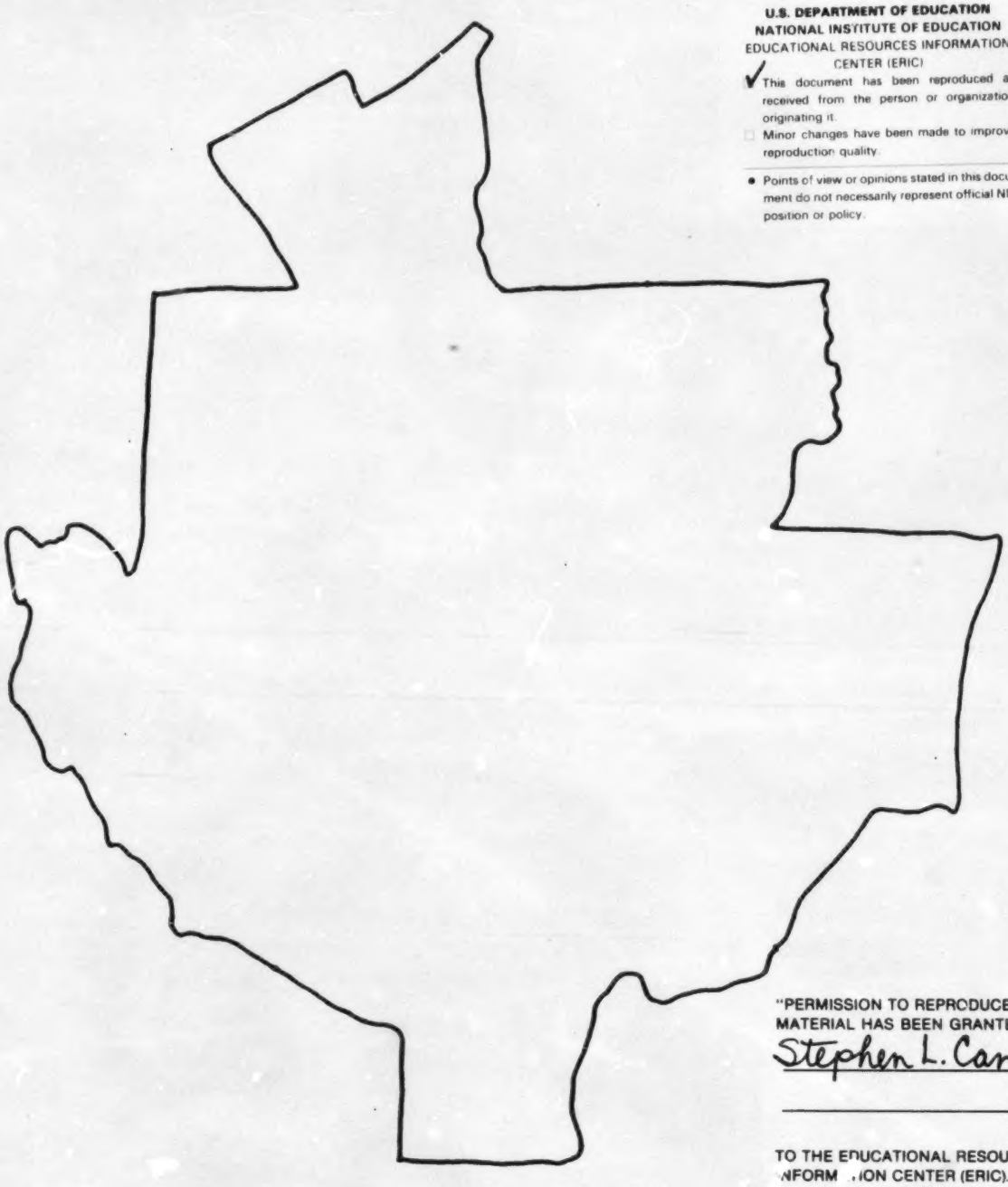
ED223453

U.S. DEPARTMENT OF EDUCATION
NATIONAL INSTITUTE OF EDUCATION
EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

✓ This document has been reproduced as received from the person or organization originating it.

☐ Minor changes have been made to improve reproduction quality.

• Points of view or opinions stated in this document do not necessarily represent official NIE position or policy.



"PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY
Stephen L. Canipe

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)."

SE039619

6 Feb. 78

slc

ANILORTEM: INSTRUCTIONS

The siting game is based upon the assumption that students will become involved in the research needed to determine the need for a power plant. If the need is established, then the students in their roles, must determine the location and the type of plant to be built. There are brief character sketches which describe the individuals who are the key actors in this simulation. If there are students who are very anti- the teacher should make an effort to assign them to a position opposite to the one that they hold. Until one walks in another's shoes it is impossible to understand. Of the several purposes which will come from this activity understanding will be the most significant.

As mentioned on the student sheets, there are a number of local resources which can be tapped to gain information about the process of power plant siting. These range pro to con. It is the responsibility of the teacher to provide a balance of views in this exercise. An informed populace is our country's most important asset...where better to start than with the children.

In addition to the siting process, which can become quite involved with hearings, trials, and other confrontations, there are some very important geography skills that can be learned through the process of playing Anilortem.

The small maps are included for the students to study and use

in their deliberations. The larger map is fro them to use as they plan the outcome of the proposed power plant for the country.

GOOD SIMULATING TO YOU.

ANILORTUM
rules

IN ORDER TO SUCCESSFULLY USE THIS SIMULATION THE STUDENTS MUST HAVE RESEARCHED THE PLANT SITING TECHNIQUES CURRENTLY IN USE. LOCAL UTILITIES, SIERRA CLUBS, NATURAL RESOURCES DEFENSE COUNCIL, AND OTHERS ARE SOURCES OF INFORMATION.

BACKGROUND DATA ON ANILORTEM

area: 2000 sq. mi.
population: 1.5 million
population growth rate: 2..% per year
educational level: $\bar{x}$ = 12.1 yrs.
median income: $12,510 (U.S. 1978)
cities: Ettolar-400,000; Ainosat-75,000; Corli-35,000; Rubial-28,000;
Leivste-22,000; Chorky-20,000; Kro-10,000; Elram-10,000
major industries; textiles, wood products, steel, chemicals
kwh electricity per capita: 7200
projected growth of demand: 2.8% per year
cost to produce a kwh of electricity:
coal: - $0.019
nuclear-$0.013
solar- $0.029

One of the major objectives of this game is to learn map reading. It is also a role-playing model for an open-type democracy in which all participants have an equal voice in the outcome.

SHORT CHARACTER SKETCHES

Viceroy- a benovelent leader elected by the people for 22 consecutive terms of 2 years. Wants to remain in office until death.

Asst. Viceroy- appointed from the opposition party. Young and radical tries to arouse the people in order to get elected.

Minister of State- moderate, vascillates from support of one cause to another depending on who is speaking.

Minister of Energy- wants to pursue a strong policy of nuclear power.

Minister of Environment- sees all sides and tries to mediate

University Psychology Professor- wants solar energy as only energy

Coal Mine owner- wants coal to be highly utilized. Downplays environmental effects of coal use.

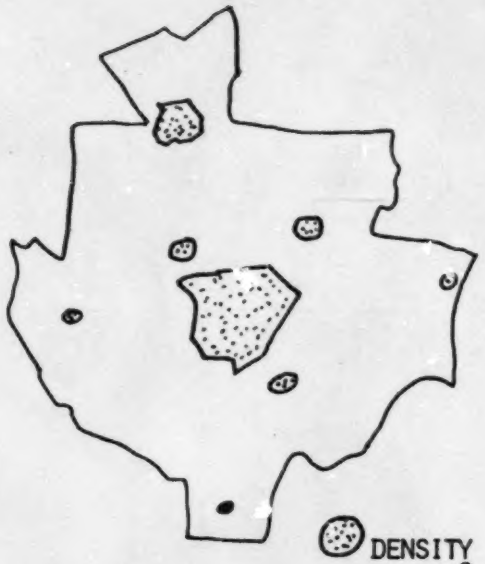
Housewife- in a quandry; wants what is right but doesn't know what it is.

Consumer advocate- wants what will result in lower dollar cost for users.

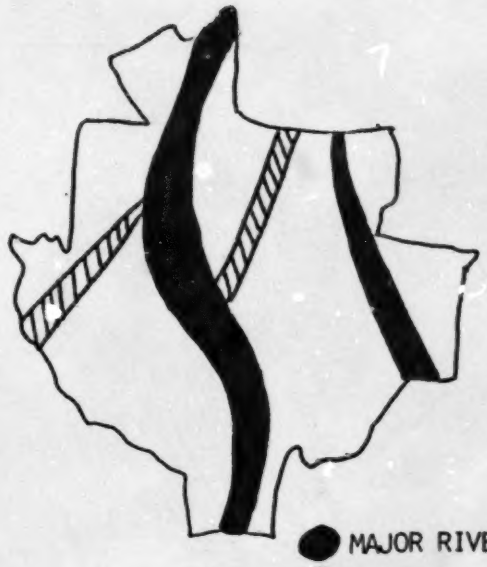
Health Physics engineer- assures the people of the safety of nuclear.

Members of the Assembly-(any number)- must decide the following questions: a. whether to build a new plant; b. where to build it; c. what kind to build; d. when to build.

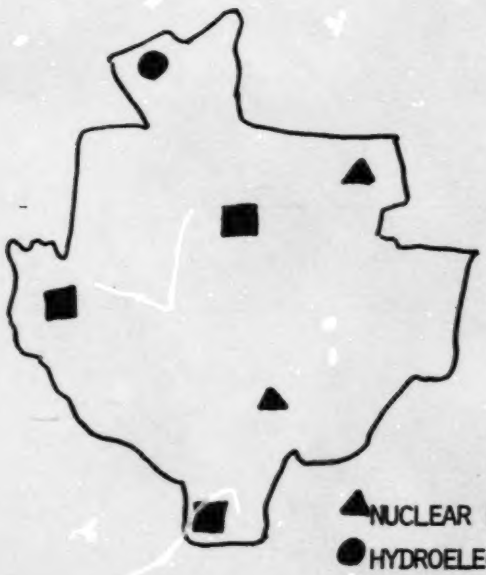
ANILORTEM



CITIES



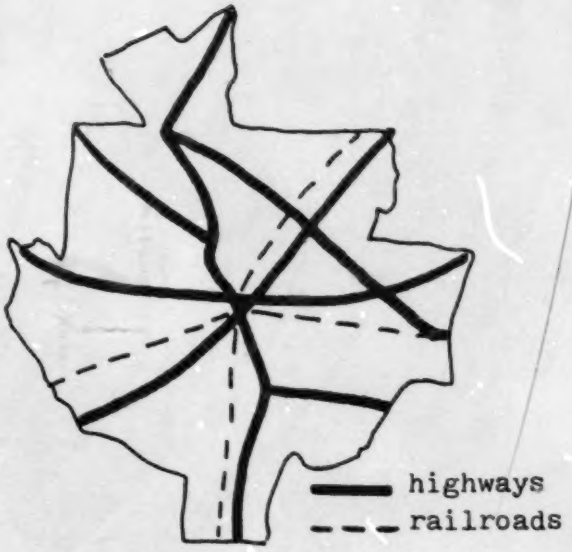
WATER SUPPLY



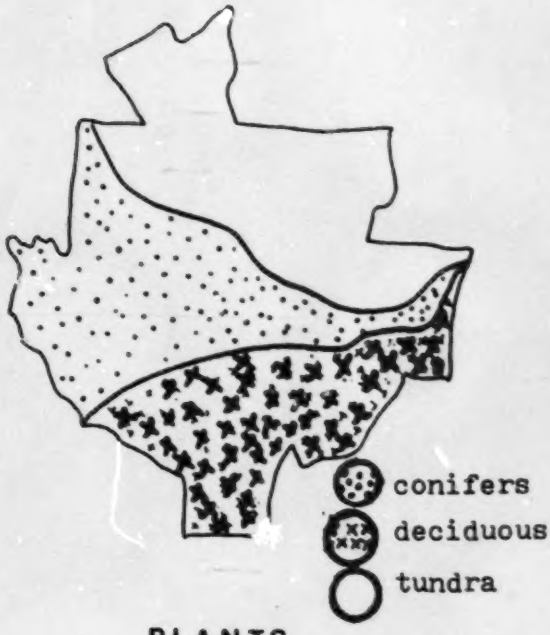
EXISTING POWER PLANTS

PARKS AND RECREATION AREAS

ANILORTEM

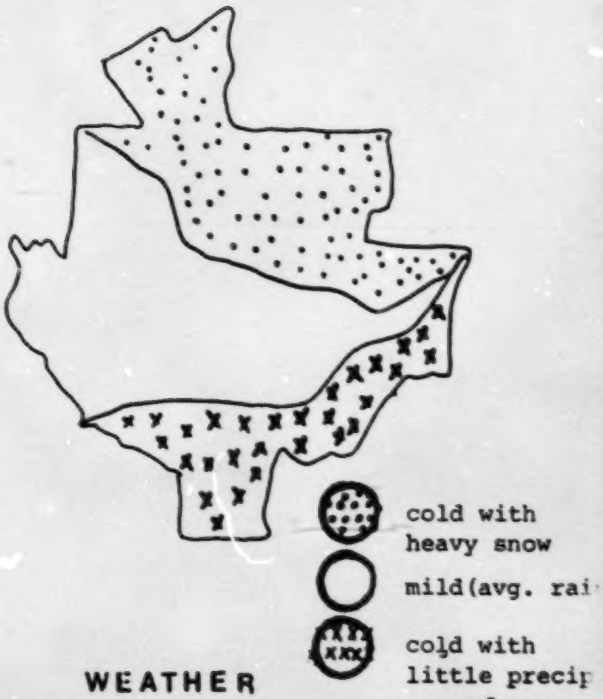


ACCESS



PLANTS

GEOLOGY



WEATHER

slc

6 Feb. 78